FIRST LEGO LEAGUE — Core Values

Directions: For each skill area, clearly mark the box that best describes the team's accomplishments. If the team does not demonstrate skill in a particular area, then put an 'X' in the first box for Not Demonstrated (ND). Please provide as many written comments as you can to acknowledge each team's hard work and to help teams improve. *When you have completed the evaluation, please circle the team's areas of strength.*

Inspiration

	Beginning	Developing	Accomplished	Exemplary
Discovery	Balanced emphasis on all three aspects (Robot, Project, Core Values) of FLL; it's not just about winning awards			
ND	emphasis on only one aspect; others neglected	emphasis on two aspects; one aspect neglected	emphasis on all three aspects	balanced emphasis on all three aspects
Team Spirit	Enthusiastic and fun expression of the team identity			
ND	minimal enthusiasm AND minimal identity	minimal enthusiasm OR minimal identity	team is enthusiastic and fun; clear identity	team engages others in their enthusiasm & fun; clear identity
Integration	Application of FLL values and skills outside FLL (ability to describe current and potential examples from daily life)			
ND	team does not apply FLL values and skills outside FLL	team able to describe at least one example	team able to describe multiple examples	team able to describe multiple examples, incl. individual stories

Comments:

Teamwork

	Beginning	Developing	Accomplished	Exemplary
Effectiveness	Problem solving and decision making processes help team achieve their goals			
ND	team goals AND team processes unclear	team goals OR team processes unclear	clear team goals and processes	clear processes enable team to accomplish well defined goals
Efficiency	Resources used relative to what the team accomplishes (time management, distribution of roles and responsibilities)			
ND	limited time management AND unclear roles	limited time management OR unclear roles	excellent time management and role definition allows team to accomplish most goals	excellent time management and role definition allows teams to accomplish all goals
Kids Do the Work	Appropriate balance between team responsibility and coach guidance			
ND	limited team responsibility AND excessive coach guidance	limited team responsibility OR excessive coach guidance	Good balance between team responsibility and coach guidance	team independence with minimal coach guidance

Comments:

Gracious Professionalism®

	Beginning	Developing	Accomplished	Exemplary
Inclusion	Consideration and appreciation for the contributions (ideas and skills) of all team members, with balanced involvement			
ND	unbalanced team involvement AND lack of appreciation for contributions	unbalanced team involvement OR lack of appreciation for contributions	balanced team involvement AND appreciation for contributions of most team members	balanced team involvement AND appreciation for contributions of all team members
Respect	Team members act and speak with integrity so others feel valued-- especially when solving problems or resolving conflicts			
ND	not evident with majority of team members	evident with majority of team members	almost always evident with all team members	always evident, even in the most difficult situations
Coopertition®	Team competes in the spirit of friendly competition and cooperates with others			
ND	not evident with majority of team members	evident with majority of team members	almost always evident with all team members	always evident, even in difficult situations--and team actively helps other teams

Comments:

Strengths:	Inspiration	Teamwork	Gracious Professionalism®

Project

FIRST LEGO LEAGUE

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	Beginning	Developing	Accomplished	Exemplary

Research

	Beginning	Developing	Accomplished	Exemplary
Problem Identification * Clear definition of the problem being studied				
ND	unclear; few details	partially clear; details missing	mostly clear; detailed	clear; very detailed
Sources of Information Types (e.g. books, magazines, websites, reports and other resources) and number of quality sources cited, including professionals in the field				
ND	one type of information cited; minimal sources	two types of information cited; several sources	three types of information cited; many sources, including professionals	four(+) types of information cited; extensive sources, incl. professionals
Problem Analysis Depth to which the problem was studied and analyzed by the team				
ND	minimal study; no team analysis	minimal study; some team analysis	sufficient study and analysis by team	extensive study and analysis by team
Review Existing Solutions Extent to which existing solutions were analyzed by the team, Including an effort to verify the originality of the team's solution				
ND	minimal review; no team analysis	minimal review; some team analysis	sufficient review and analysis by team	extensive review and analysis by team

Comments:

Innovative Solution

	Beginning	Developing	Accomplished	Exemplary
Team Solution* Clear explanation of the proposed solution				
ND	difficult to understand	some parts confusing	understandable	easy to understand by all
Innovation Degree to which the team's solution makes life better by improving existing options, developing a new application of existing ideas, or solving the problem in a completely new way				
ND	existing solution/application	solution/application contains some original element(s)	original solution/application	original solution/application with the potential to add significant value
Implementation Consideration of factors for implementation (cost, ease of manufacturing, etc.)				
ND	minimal factors considered	some factors considered	factors well considered; some question about proposed solution	factors well considered and feasible solution proposed

Comments:

Presentation

	Beginning	Developing	Accomplished	Exemplary
Sharing* Degree to which the team shared their Project before the tournament with others who might benefit from the team's efforts				
ND	shared with one individual	shared with one group	shared with one individual or group who may benefit	shared with multiple individuals or groups who may benefit
Creativity Imagination used to develop and deliver the presentation				
ND	minimally engaging OR unimaginative	engaging OR imaginative	engaging AND imaginative	very engaging AND exceptionally imaginative
Presentation Effectiveness Message delivery and organization of the presentation				
ND	unclear OR disorganized	partially clear; minimal organization	mostly clear; mostly organized	clear AND well organized

Comments:

Strengths: **Research**   **Innovative Solution**   **Presentation**

*Required for Award Consideration

Robot Design

FIRST LEGO LEAGUE

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		Beginning	Developing	Accomplished	Exemplary
Mechanical Design	**Durability**		Evidence of structural integrity; ability to withstand rigors of competition		
	ND	quite fragile; breaks a lot	frequent or significant faults/repairs	rare faults/repairs	sound construction; no repairs
	Mechanical Efficiency		Economic use of parts and time; easy to repair and modify		
	ND	excessive parts or time to repair/modify	inefficient parts or time to repair/modify	appropriate use of parts and time to repair/modify	streamlined use of parts and time to repair/modify
	Mechanization		Ability of robot mechanisms to move or act with appropriate speed, strength and accuracy for intended tasks (propulsion and execution)		
	ND	imbalance of speed, strength and accuracy on most tasks	imbalance of speed, strength and accuracy on some tasks	appropriate balance of speed, strength and accuracy on most tasks	appropriate balance of speed, strength and accuracy on every task

Comments:

		Beginning	Developing	Accomplished	Exemplary
Programming	**Programming Quality**		Programs are appropriate for the intended purpose and would achieve consistent results, assuming no mechanical faults		
	ND	would not achieve purpose AND would be inconsistent	would not achieve purpose OR would be inconsistent	should achieve purpose repeatedly	should achieve purpose every time
	Programming Efficiency		Programs are modular, streamlined, and understandable		
	ND	excessive code and difficult to understand	inefficient code and challenge to understand	appropriate code and easy to understand	streamlined code and easy for anyone to understand
	Automation/Navigation		Ability of the robot to move or act as intended using mechanical and/or sensor feedback (with minimal reliance on driver intervention and/or program timing)		
	ND	frequent driver intervention to aim AND retrieve robot	frequent driver intervention to aim OR retrieve robot	robot moves/acts as intended repeatedly w/ occasional driver intervention	robot moves/acts as intended every time with no driver intervention

Comments:

		Beginning	Developing	Accomplished	Exemplary
Strategy & Innovation	**Design Process**		Ability to develop and explain improvement cycles where alternatives are considered and narrowed, selections tested, designs improved (applies to programming as well as mechanical design)		
	ND	organization AND explanation need improvement	organization OR explanation need improvement	systematic and well-explained	systematic, well-explained and well-documented
	Mission Strategy		Ability to clearly define and describe the team's game strategy		
	ND	no clear goals AND no clear strategy	no clear goals OR no clear strategy	clear strategy to accomplish the team's well defined goals	clear strategy to accomplish most/all game missions
	Innovation		Creation of new, unique, or unexpected feature(s) (e.g. designs, programs, strategies or applications) that are beneficial in performing the specified tasks		
	ND	original feature(s) with no added value or potential	original feature(s) with some added value or potential	original feature(s) with the potential to add significant value	original feature(s) that add significant value

Comments:

Strengths:	Mechanical Design	Programming	Strategy & Innovation